

## **PENDING CLAIMS**

This listing of claims will replace all prior versions and listings of claims in the application.

1-9. (Canceled)

10. (Previously Presented) In a communication system having a plurality of terminals connected to a common node by a digital interface bus, a method for handling error control for packets sent to the terminals by the common node, each packet having modulo-sequential sequence numbers, comprising the steps of:

    sending a packet from the common node to one of the terminals;

    performing collision checking on the bus; and

    sending a negative acknowledgment (NAK) from said one of the terminals to the common node when an error or unexpected sequence number is detected in said packet, wherein said NAK includes a sequence number of a last valid packet received.

11. (Previously Presented) The method of claim 10, further comprising the step of re-sending any lost packets from the common node to said one of the terminals when the unexpected sequence number is detected.

12. (Original) The method of claim 10, further comprising the step of sending a reboot command from the common node to said one of the terminals when the number of missed packets exceeds a predetermined threshold.

13. (Original) The method of claim 10, further comprising the step of sending a reboot command from the common node to said one of the terminals when a NAK is received at the common node from said one of the terminals.
14. (Previously Presented) The method of claim 10, further comprising the steps of:  
determining that a current packet is new when a sequence number in the current packet is one greater than a sequence number in a previous packet;  
determining that the current packet is repeated when the sequence number in the current packet equals the sequence number in the previous packet;  
determining that the current packet is repeated when the sequence number in the current packet is N less than the sequence number in the previous packet, where N is a predetermined threshold; and  
detecting a bad sequence number otherwise.
15. (Original) The method of claim 10, further comprising the step of detecting an error based on a block check character in said one of the packets.
16. (Original) The method of claim 10, further comprising the step of detecting an error when a predetermined period elapses between receipt of successive characters in said one of the packets.

17. (Previously Presented) The method of claim 10, wherein the collision checking is based on a different pre-assigned time-out period for each terminal.

18-21. (Canceled)

22. (Previously Presented) A common node in a communication system, the common node connected to a plurality of terminals by a digital interface bus, the common node configured to handle error control for packets sent to the terminals, each packet having modulo-sequential sequence numbers, comprising:

means for sending a packet to one of the terminals;

means for performing collision checking on the bus; and

means for receiving a negative acknowledgment (NAK) from said one of the terminals if an error or unexpected sequence number is detected in said packet, wherein said NAK includes a sequence number of a last valid packet received.

23-25. (Canceled)